

INSTRUCTION BOOKLET

Conker's BAD FUR DAY™

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Thank you for selecting the Conker's Bad Fur Day[™] Game Pak for the Nintendo[®] 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.



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MATURE (17+)

Animated Violence
Mature Sexual Themes
Strong Language

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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About the Controller

THE NINTENDO® 64 CONTROLLER

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.

THE N64 RUMBLE PAK™

This game is compatible with the Rumble Pak® accessory. Before using it, be sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is turned OFF when inserting the Rumble Pak accessory.

HOLDING THE CONTROLLER



While playing Conker's Bad Fur Day, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

CONNECTING THE CONTROLLER

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.



If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers to play in the two-, three- or four-player game modes.

A Good Night Leads to a Bad Day



CONKER HAD MENTALLY LEFT THE CONVERSATION. HIS MIND WANDERED TO THOUGHTS OF HIS GIRLFRIEND BERRI AND WHY SHE HAD SUCH A PROBLEM WITH HIM HAVING FUN WITHOUT HER. AS HE SAT CONTEMPLATING GIVING HER A CALL, HE MOVED UNCOMFORTABLY IN HIS CHAIR. HIS BLADDER ACHE HAD NOW REACHED THE POINT WHERE IT COULDN'T BE IGNORED.

"CONKER!" CAME THE CRY FROM THE GROUP SEATED AROUND THE TABLE, MAKING CONKER JUMP. "IT'S YOUR TURN."

"OKAY, OKAY. BUT FIRST I'VE GOT TO CALL BERRI TO LET HER KNOW I'LL BE LATE." HE STOOD UNSTEADILY, THEN JUST BEFORE STAGGERING OFF, DECIDED THAT MAYBE THE TOILET WAS A MORE PRESSING ISSUE.

THE EVENING WORE ON, AND THE BEER KEPT FLOWING. ONE ROUND BECAME ANOTHER, AND THEN ANOTHER, UNTIL CONKER REACHED THAT AWFUL MOMENT OF REALIZATION:

"GUYS, GUYS. I THINK I'VE HAD TOO MUCH." HE PAUSED FOR A MOMENT, NEARLY RETCHING THEN AND THERE. "I GOTTA GO..."

AT THE NEXT TABLE A COUPLE OF PRETTY LITTLE CHIPMUNKS SNIGGERED AND WHISPERED SOMETHING TO EACH OTHER AS CONKER TOTTERED SLIGHTLY, THEN NEARLY LOST HIS BALANCE COMPLETELY.

"I DON'T THINK HE CAN HOLD HIS DRINK," HE OVERHEARD THE NEAREST ONE SAY.

"NO, INDEED," HER SLY-LOOKING FRIEND REPLIED.

CONKER TOYED WITH THE IDEA OF VOMITING ON THE BOTH OF THEM BUT DECIDED THAT PERHAPS IT WASN'T SUCH A GOOD IDEA WITH THEIR BOYFRIENDS SITTING OPPOSITE. FOR SOME REASON THEY WERE DRESSED IN COMBAT FATIGUES AND ENGAGED IN A MOST HEATED DEBATE...

"THE WAR! THE EVIL TEDDY BEARS HAVE OVERRUN THE GREY SQUIRRELS' HOMELAND! WE SIGNED UP THIS MORNING, AND YOU SHOULD DO THE SAME, MR. RED SQUIRREL." AT THIS POINT, SEVERAL GREY SQUIRRELS AROUND THE ALEHOUSE LEVELED ACCUSING GAZES AT CONKER. "IF YOU HAVE ANY SENSE OF DECENCY AND HONOR, THAT IS."

"I THINK YOU JUST HIT THE NAIL ON THE HEAD," CONKER REPLIED AS HE ATTEMPTED TO STAND ONCE MORE. "I'M DEFINITELY GOING NOW. GOOD-BYE!"

ON THE WAY OUT, TWO OF HIS OLD SCHOOL CHUMS GRABBED HIM BY THE ARM, SHOUTING, "ONE MORE FOR THE ROAD, CONKER?" AND BEFORE HE KNEW IT...

"SLAMMERS? OH NO, NOT SLAMMERS!" THEY WERE LINED UP IN FRONT OF HIM—EIGHT IN TOTAL. OH WELL, TOMORROW WAS ANOTHER DAY...



Characters & Legends

CONKER



When he was young, Conker's parents always told him, "If you want to get anywhere in life, don't touch alcohol, don't be materialistic, and never, ever urinate in a public place." Conker's parents are—to say the least—a bit disappointed.

BERRI



The first time Conker introduced Berri to his mates at the bar, everyone thought that they made an unlikely couple. Whereas Conker is short, impatient and cute, Berri is tall, impatient and cute. They all agreed: "It'll end in tears!"

BIRDY



He's usually drunk, but nevertheless, a wealth of knowledge is to be had from this slightly unsavory character. If you ever see a scarecrow looking unsteady on his post, it's probably Beardy, err... Birdy!

THE FABLED PANTHER KING



It is said that over three hundred years ago, the great Milk Wars raged between the Weasel King and the oldest known race of squirrels, the Kulas of Konk. The Panther King came to power when he betrayed the Kulas—banishing them to The Dark Place—and chopped off the legs of the Weasel King. It is unknown whether or not any of this actually happened, but it makes for a good story to scare naughty little squirrels.



THE BEAST OF POO MOUNTAIN

This local horror story started several years ago when a dung beetle named Tezza mysteriously disappeared during a tea break. The story goes that one minute he was sipping away quite contentedly, and the next, a few ripples on the surface of the sewage were the only indication that he had been there at all.



THE EVIL TEDIZ

The first use of teddy bears as weapons of war seems to stem way back to the early years of the Milk Wars. They proved deeply ineffective, as their stuffing was flammable and their button-like eyes kept falling out. But now it appears the Tediz are back, only this time much stronger and in greater numbers.



The Cock and Plucker

Properly insert your Game Pak into the Nintendo 64 system, then turn the power ON. When Conker enters his local alehouse, you're about to begin the adventure...

SAVED GAME SLOTS

Each of the tavern's three exits represents a Game Save Slot. Simply select the slot you want to use, then go through that door to get started. Your game will automatically be saved to that slot as you play.



OPTIONS

You can also set various game options from inside the Cock and Plucker.



Sound

Choose Mono (indicated by a single speaker), Stereo (two speakers) or Dolby Surround Sound (five speakers).

Cheats

Input a code, then wait to see if it's accepted by the friendly neighborhood Fire Imp. He won't mince words and is easily offended, so please, mind the language!

Chapters

Replay your favorite areas. You must have already completed an area in one of the save slots before you can access it here, but once you have, replaying it here won't affect your saved game.

Controlling Conker

L BUTTON

Skip a cut scene. This will work only after the scene has been viewed once.

START

Bring up the Pause Menu.

CONTROL STICK

Make Conker run, walk or tiptoe around, depending on how much pressure is applied to the Control Stick.

Z BUTTON

Make Conker crouch. Hold down the Z Button and use the Control Stick to make Conker crawl around.

C BUTTONS

◀ and ▶ - Rotate the camera.

△ - Change the level of camera zoom. Repeatedly press the C △ Button to cycle through the different levels of zoom.

▽ - Align the camera behind Conker's head. Hold down the C ▽ Button while using the Control Stick to keep the camera behind Conker's head while he moves.

B BUTTON

Use Conker's basic attack. This is usually the frying pan but will change depending on the circumstances. Also activates Context Zones (see pg. 12).

A BUTTON

Make Conker jump. Use the Z Button to crouch, then press the A Button for a higher jump.



Special Moves & Circumstances



CONTEXT ZONES

(A.K.A. B BUTTON PADS)

When Conker steps onto a pad embossed with a large *B*, a lightbulb will appear above his head, accompanied by a *ting!* sound. That means that Conker is in a Context Zone, and all you have to do is press the B Button. What happens next will depend on what's going on at that particular point in the game. Be careful, though, because the lightbulb could appear at any moment—not just when Conker's on a B Button Pad!

CLIMBING

You can make Conker climb ropes and ladders simply by having him jump onto them, then using the Control Stick to make him clamber up and down. Press the A Button to let him release his grip and jump off at any time.

SWIMMING

When Conker enters a deep enough pool of water, you can make him swim along the surface by using the Control Stick. And once you've collected the Confidence Pill, you can press the B Button to make Conker dive. If you hold down the B Button, Conker will kick his feet and maintain a steady speed. Use the Control Stick to steer him along.



While Conker is underwater, keep an eye on the picture of his face that will appear in the corner of the screen. When his eyes start to bulge and look ready to pop, it's time to come up for air.

THE HELICOPTERY TAIL THING

When he jumps, Conker can spin his big, hairy tail to create lift and slow his descent. To make him perform this move, press the A Button to jump, then press it again and hold it down. Use the Control Stick during this time to maneuver our hero around. Chicks really dig this move, but don't forget that a squirrel's tail is only so strong. Conker won't be able to keep up this move forever, so watch out for those high cliffs.

BOUNCIN' PITCHFORKS

Franky the pitchfork will do most of the work, but it's up to Conker to guide him while hanging on for dear life.



Control Stick: Move Franky around in any direction.

A Button: Force Franky to jump.

B Button: Send Franky into his two-pronged attack.

JET BOARD

Once on the board, it's up to you to stay there, avoiding pillars, jumping crevasses and ducking Brontosaurus legs.



Control Stick \leftarrow and \rightarrow : Steer the jet board.

Control Stick \uparrow : Engage the jet board's afterburner, increasing Conker's speed.

Control Stick \downarrow : Slam on the brakes.

A Button: Make Conker stamp his foot on the back of the board, causing it to jump.

B Button: Make Conker take a quick swipe with his trusty frying pan.

RAPTOR RIDING

Once Conker is firmly in the saddle, these controls should bend Fangy the raptor to your will.



- Control Stick:** Make Fangy walk around or charge full ahead.
A Button: Make Fangy jump, if a little sluggishly.
B Button: Cause Fangy to bite viciously if he's still. If he's charging, he'll end his charge with a devastating headbutt. If an Uga is in his mouth, press the B Button to make Fangy swallow the little Neanderthal.
Z Button: Let Fangy headbutt without needing to charge first.

TURRET GUN

Eat lead, mutha-buzzer! What more is there to say?



- Control Stick** \leftarrow and \rightarrow : Move crosshairs.
A Button: Get in or out of the Turret Gun.
B Button: Manually reload the gun.
C \triangle and ∇ Buttons: Zoom the camera in or out when in the Turret Gun.
Z Button: Fire the gun.



SHOTGUN

Zombies are such a pain in the arse, and this weapon has consistently proven to be the only effective means of dealing with them.



- B Button:** Take out or put away the shotgun.
C \triangleleft and \triangleright Buttons*: Make Conker strafe when he has the shotgun out.
C \triangle and ∇ Buttons*: Make Conker step forward or backward.
R Button: Enter Aiming Mode.
Z Button: Press once to fire a wide blast. When in Aiming Mode, hold down the Z Button to get a laser sight, then release the button to fire.

* All C Button movement can be combined with Conker's normal Control Stick movement.

BATULA

Being a bat makes it a tad difficult to digest Conker's beloved chocolate, but this is an easy problem to eliminate—or excrete—as the case may be.



- Control Stick** \leftarrow and \rightarrow : Make the bat bank left or right when in the air. While on the ground, make the bat crawl around on its belly.
Control Stick \uparrow : Cause the bat to go into a dive, thus gaining speed.
Control Stick \downarrow : Cause the bat to gain height but lose speed.
A Button: Flap the bat's wings to move backward. Will also make the bat take flight when on the ground.
B Button: Flap the bat's wings to move forward. Will also make the bat take flight when on the ground.
Z Button: Release guano with great speed but little accuracy.

MACHINE GUNS

Is the life of one squirrel worth Conker risking his furry butt?



- A Button:** Manually reload the machine guns. The guns will also reload automatically when needed, but this is often at an inopportune moment.
- B Button:** Take out or put away the machine guns.
- C ◀ and ▶ Buttons*:** Make Conker strafe when he has the machine guns out.
- C ▲ and ▼ Buttons*:** Make Conker step forward or backward.
- R Button:** Enter Aiming Mode.
- Z Button:** Continually fire the machine gun when holding down the Z button.

* All C Button movement can be combined with Conker's normal Control Stick movement.

THE TANK

A formidable vehicle and sometimes the only thing powerful enough to get Conker through intact.



- Control Stick ◀ and ▶:** Rotate the tank left or right.
- Control Stick ▲ and ▼:** Move the tank forward or backward.
- A Button:** Make Conker get out of the tank.
- C ◀ and ▶ Buttons:** Rotate the turret left or right.
- C ▲ and ▼ Buttons:** Zoom the camera in or out when in Aiming Mode.
- R Button:** Enter Aiming Mode.
- Z Button:** Fire a shell.

Multiplayer Games

PICK YOUR POISON

To play a multiplayer game, go through the door behind the bartender in the Cock and Plucker. There you will find seven wine barrels, each labeled with the name of a different game. If you like, you can form teams to play Beach, Raptor or War. But if you choose to play Heist, Tank, Race or Death Match (indicated by the skull), you're on your own.



SETUP

You can set a number of different options for each game. Press ◀ and ▶ on the Control Stick to choose an option, then press ▲ and ▼ to change the setting.

- AI:** Set the difficulty levels of the robot players to Inbred, Crap, Normal, Bastard or Einstein.
- Radar:** Turn the radar on or off.
- Stopwatch:** Set a time limit. This will automatically be set to Unlimited if you set a number of lives.
- Lives:** Determine your number of lives. This will automatically be set to Infinite if you set a time limit.
- Score:** Set the victory condition limit to a number of points.
- Money Bag:** Set the victory condition to the number of money bags retrieved. This option is available in the Heist game only.
- Kills:** Set the victory condition to the number of enemy kills. This option is available in Death Match games only.
- Laps:** Set the victory condition to the number of laps. This option is available in the Race game only.
- Turret:** Give control of the turret to a tankmate. This option is available in the Tank game only.

SELECTING PLAYERS

Once you've chosen which game you want to play, it's time to decide *who* will play. Up to four players can play a multiplayer game, so connect a controller for each human player. Players 2, 3 and 4 should press START to enter the game. Once all players are ready, Player 1 should press the A Button or START..

On the next screen, press \leftarrow and \rightarrow on the Control Stick to choose characters or teams, depending on the game you've selected. Press \uparrow and \downarrow to add robot players (represented by purple pawns) to or remove them from the game. If scales appear at the bottom of the screen, press the C \leftarrow and \rightarrow Buttons to adjust the balance of the opposing sides.

PAUSE SCREEN

Press START to pause your game at any time. From this screen you can choose to Quit the game, Restart the game with the same options, or Continue the game from where you left off.

You can also get the following information on the Pause Screen:

- Player's ranking
- Player's accuracy
- Number of kills player has achieved
- Number of headshots player has achieved
- Number of times player has died



Team Games

BEACH

Frenchies

If you're a Frenchy, you'll want to make it up the beach, past the enemy fire, and to the truck that's waiting to take you through to Paris. You'll find said truck in the caves beneath the Tediz' base. Power Boost Pills scattered along the beach will give a relatively slow Frenchy a welcome burst of speed, and the single Dynamite Plunger is the only opportunity to blow the Tediz' stuffed hides into oblivion.

Evil Tediz

As a Tediz, your one and only mission in life is to keep those fancy-arse Frenchies from getting through to Paris. Luckily, you have some impressive artillery—namely the Turret Gun, Bazooka and Sniper Rifle—to help you out, while your enemies are merely sitting ducks, err... squirrels.

RAPTOR

Ugas

The Ugas are very, very hungry (as usual), and unfortunately for Mama Raptor, their favorite food is eggs. Dinosaur eggs, to be exact. And primitive though they may be, even Ugas know the dangers of salmonella, so you have to take the eggs back to the frying pan before chowing down.

Mama Raptors

No matter how much the Ugas like dino eggs, it's nothing compared to how much Mama Raptor and her brood enjoy the delicate flavor of Uga. In fact, they are quite the connoisseurs. And this family doesn't need any of the high-tech rock or bone weapons the cavemen seem so proud of. Nope—a good, swift chomp will do the job nicely, thank you.

WAR

Total War

The Squirrels and the Tediz have occupied two halves of the same fortress, and neither side is about to budge without a fight. Research on both sides has revealed a slight flaw in the design of the fortress's sewer section—a vent that can pump lethal chemicals into the air, killing everything. Although the squirrel generals feel slightly uncomfortable using such unscrupulous means to defeat the enemy, they also know that the Tediz have no problem using them. It's just a matter of who does it first.



It's not just a simple matter of taking your own Chemical Weapon Canister to the sewers and plugging it in, though! A fail-safe system was built into each canister during testing, prohibiting your own kind from accidentally using it on yourselves. The scientist who invented the system died suddenly before he could remove the fail-safe feature. But if you steal the *enemy's* canister, it should still work, killing any creature (friend or foe) caught outside the canister insertion point without a gas mask. So be ready at those gas mask collection points when the canister warning light starts to flash.

Colors

The chemical warfare tactic was only a partial success, so a new, more psychological (and a little less ethically questionable) method has been devised by the High Command of both protagonists. It involves stealing the enemy's flag (or "colors"), then returning it to your own base. Grab the flag, make sure you've got some cover, and run as fast as you can. Successful retrieval will bring about the total demoralization of the enemy and their eventual defeat.

Solo Games

HEIST

Being the sly, sneaky, long-snouted little deviants they are, the weasels have been sent to pull a job on the Feral Reserve Bank. And although this is meant to be a team effort, your so-called allies are all out to impress the boss—so watch your back and trust no one. Just snag the Big Bag of Money, then get your arse back to your own lobby.

The money will start at the center of the labyrinthine vault. To pick it up, simply run into it. If you feel the need to drop it, press the B Button. Anytime some weasel drops the bag, it'll try to hop its way back to the middle, so watch that little white dot on your radar screen.

TANK

More of a Squirrel High Command training ground than an actual all-out battle, your goal is to pick up the Chemical Canister from the central area, then return to your base. If you do, the canister will release a lethal corrosive chemical into the air outside your base, destroying all tanks that are still outdoors. If an enemy retrieves the canister, seal yourself inside your base until the air clears.

Hardware Pick-ups

Scattered around the arena are several useful tank accessories. Simply run over the pick-up to automatically clamp it to the appropriate part of your tank. You can have only one accessory on your tank at a time.

High-Velocity Gun Barrel

Adds an extension to the tank's gun barrel, giving the shells an extra boost that allows for single-shot kills, regardless of the enemy tank's armor. Because of the velocities involved, the barrel extension degrades after only three shots, so use those shots wisely.

Telescopic Sight

Adds a sight to the tank's gun barrel, not only making long-range aiming easier, but also confining the shells to a straighter path. Hold down the R Button to enter the first-person Aiming Mode, then zoom in and out with the C ◀ and ▶ Buttons.

Shield

Adds a shielding system to the tank, but as the technology is largely unstable, the effect is only temporary. Your tank will glow blue while the shield is active, and a red gauge on the screen will indicate how much longer the shield will last.

Nitro-Booster

Adds a primitive speed-boosting system to the rear of the tank. Press the A Button to engage the booster, but watch the fuel level, indicated by a red bar. When the fuel runs out, the booster will automatically detach from your tank.

Turret Players

If this option is selected on the Setup Menu, the tank's turret can be controlled by one player while the tank's movement is controlled by another. Only two human-controlled tanks can participate in this mode, as each tank will require two of the on-screen windows—one for targeting and one for normal movement.

The turret-controlling player can zoom in and out with the C ▲ and ▼ Buttons. The movement-controlling player will be unable to use the C ◀ and ▶ Buttons to rotate the turret in this mode.

RACE

Yo, dude! Yer goal in this game is to be, like, the first dude across the finish line. Totally awesome!

Press ◀ and ▶ on the Control Stick to steer, press ▲ to go faster, and press ▼ to slow down. Press the A Button to make your board jump, and press the B Button to take a shot at your opponent. If you get a pickup—either a missile or a Nitro-Booster—press the Z Button to use it.

DEATH MATCH

As the name suggests, in a death match game, it's every man, squirrel or weasel for himself! Choose one of the five arenas from the menu screens before the game starts. The Bunker is the only death match-specific arena, and as such, has a few special features:



Fire Trap



Step on one of these pads to send a sheet of flame down the corridor.

Electric Trap



Step on this pad to electrify the entire room behind you. Lethal!

Urinals



When ya gotta go, ya gotta go. Etiquette denotes that only one type of weapon is available here! Enough said...

Multiplayer Weapons

There is quite a large number of weapons available in the various multiplayer games, and although not all of them appear in all of the games, they do all appear in this chart.

	Machine Guns Semi-Auto Rifle	Bazooka Flamethrower Tommy Gun	Bone Bat Chainsaw Katana
A Button	Reload manually		
B Button	Get out/Put away weapon	Get out/Put away weapon	Get out/Put away weapon
C + / +			
C + / →			
R Button	Enter Aiming Mode	Enter Aiming Mode	
Z Button	Fire weapon	Fire weapon	Attack opponent
Control Stick + / →	Move player	Move player	Move player
Control Stick + / +	Move player	Move player	Move player
Allows Strafing	Yes	Yes	

	Sniper Rifle Bone Crossbow	Turret Gun	Hand Cannon
A Button		Get in/out of Turret Gun	Reload manually
B Button	Get out/Put away weapon	Reload manually	Get out/Put away weapon
C + / +	Zoom in/out***	Zoom in/out	Zoom in/out***
C + / →			
R Button	Enter Aiming Mode		Enter Aiming Mode
Z Button	Fire weapon*	Fire weapon	Fire weapon
Control Stick + / →	Move player	Move crosshairs	Move player
Control Stick + / +	Move player	Move crosshairs	Move player
Allows Strafing	Yes		Yes

* Press the Z Button once for a single shot. Hold it down to get a laser sight, then release the button to fire.

** Press the C + Button once for a short-range toss. Hold it down to extract a lit bomb, then release the button to throw. The longer you hold the button, the farther the bomb will be thrown.

*** This is available only in Aiming Mode.

Rock Bombs Hand Grenades Black Bombs

Throwing Knives

Tank

A Button			Activate Nitro-Booster
B Button		Get out/Put away weapon	
C + / +	Throw bomb/grenade**	Zoom in/out***	Zoom in/out***
C + / →			Rotate turret
R Button		Enter Aiming Mode	Enter Aiming Mode
Z Button		Throw knife	Fire weapon
Control Stick + / →	Move player	Move player	Rotate tank
Control Stick + / +	Move player	Move player	Move forward/back
Allows Strafing	Yes	Yes	

	Tank Turret	Raptor	Jet Board
A Button		Jump	Jump
B Button		Bite	Attack opponent
C + / +	Zoom in/out		
C + / →			
R Button			
Z Button	Fire weapon	Bite	Use pick-up in multiplayer game
Control Stick + / →	Move turret	Move player	Steer Board
Control Stick + / +	Move turret	Move player	Speed up/Slow down
Allows Strafing			

STRAFING

Strafing allows you to make Conker take a step to the left or right without actually turning in that direction. When using a weapon that allows strafing, hold down the R Button to enter Aiming Mode, then use the C (▲), (▼), (◀) and (▶) Buttons to take a single step in any direction. You can also combine these controls with the regular Control Stick movement.



Notes

Important:

REV. B

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Warranty & Service Information

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You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.